



ALL IN

15+
TEEN+

19

ABSOLUTE

BATMAN



SNYDER
DRAGOTTA
MARTIN



Written and drawn by JAMAL CAMPBELL

NEXT
LEVEL

APRIL

ZATANNA #1



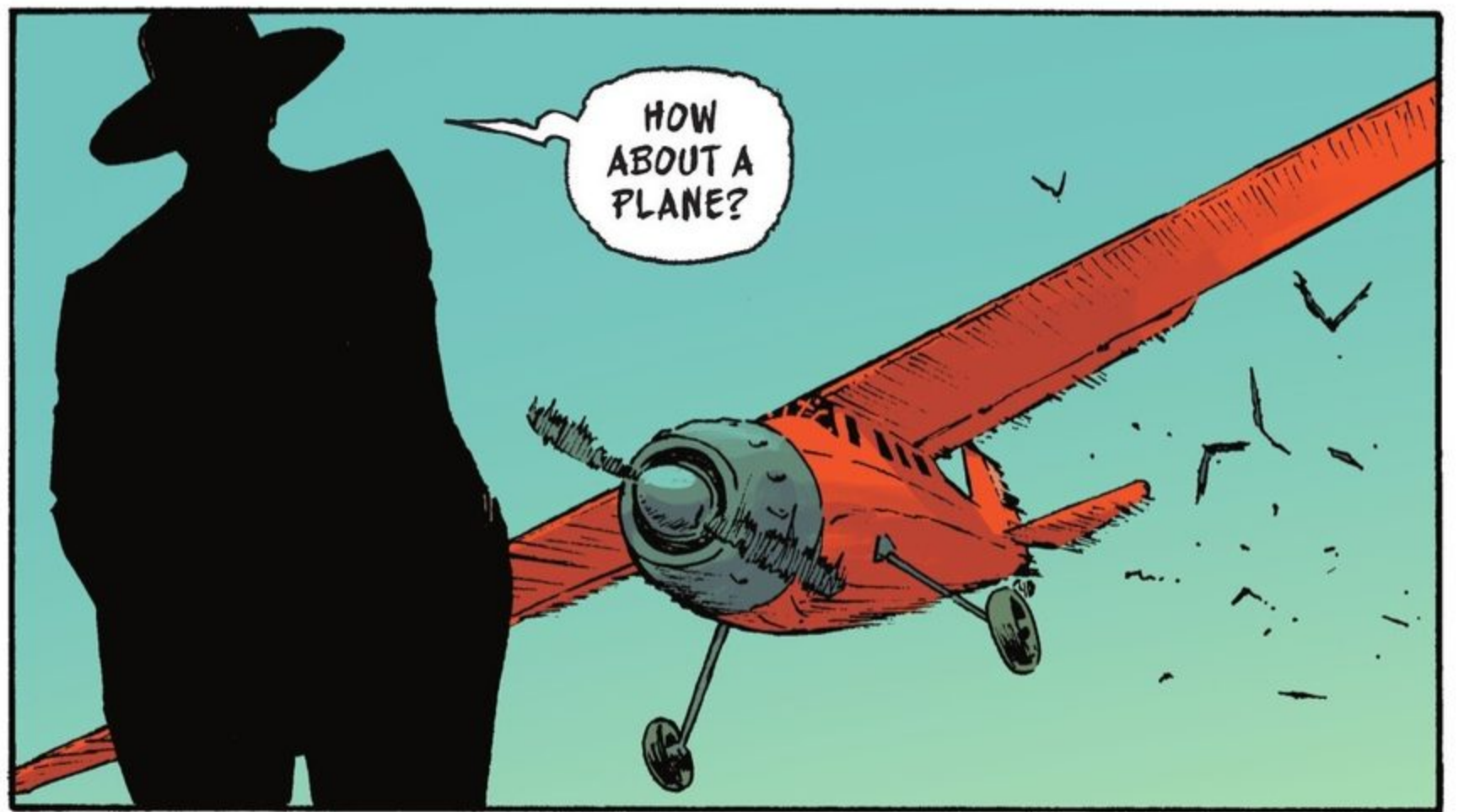
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THE GREATEST TOUR IN MAGIC BEGINS!

1,500 MILES
FROM GOTHAM.







THE STRAW MAN



SCOTT SNYDER
WRITER

NICK DRAGOTTA
ARTIST

DRAGOTTA & MARTIN
COVER

DRAGOTTA & MARTIN; LIAM SHARP; BEN OLIVER
VARIANT COVERS

FRANK MARTIN
COLORIST

TOM NAPOLITANO
LETTERER

ARIEL OLIVETTI
1:25 VARIANT COVER

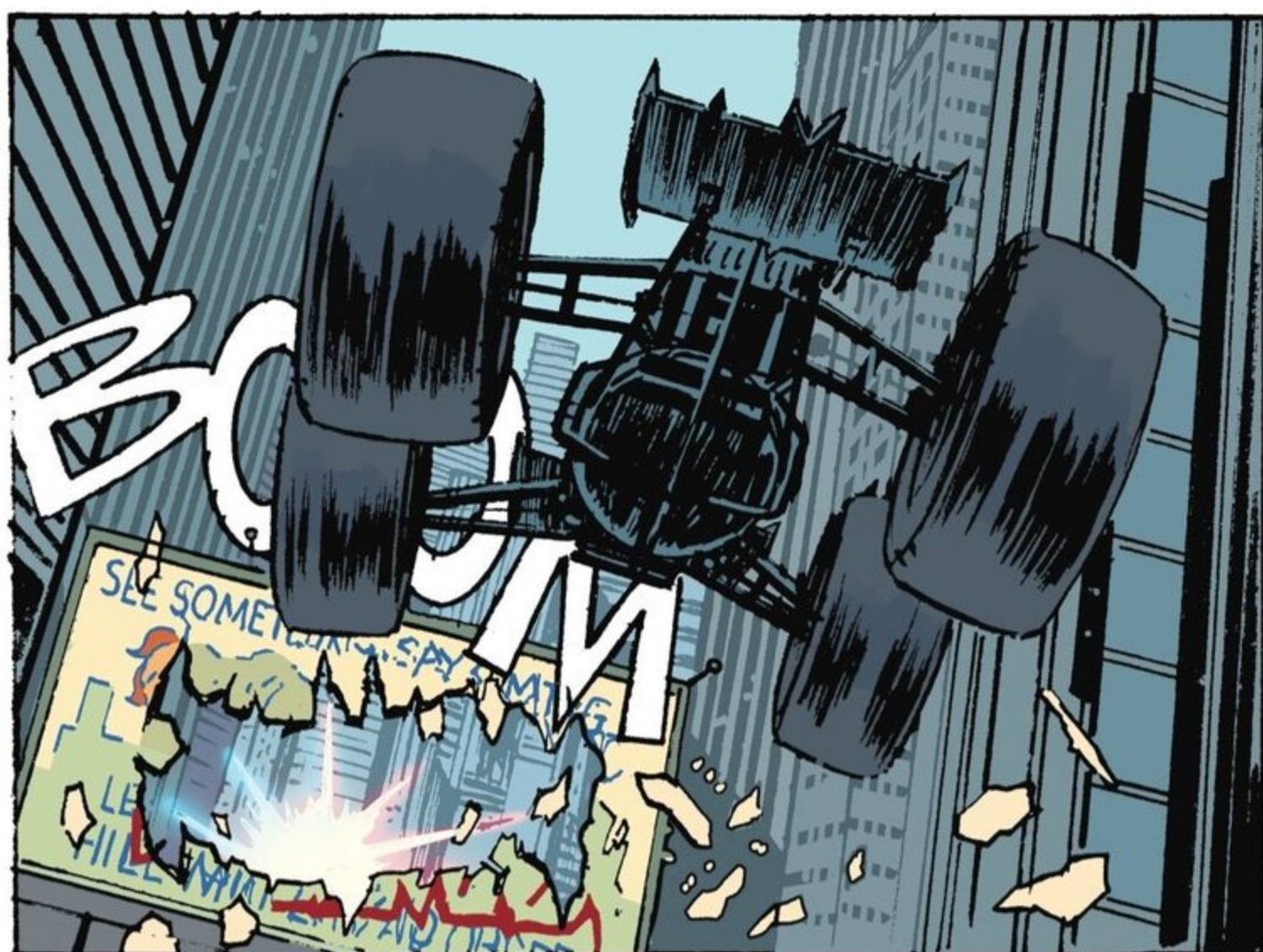
SABRINA FUTCH
ASSOCIATE EDITOR

KATIE KUBERT
EDITOR

CHRIS CONROY
EXECUTIVE EDITOR

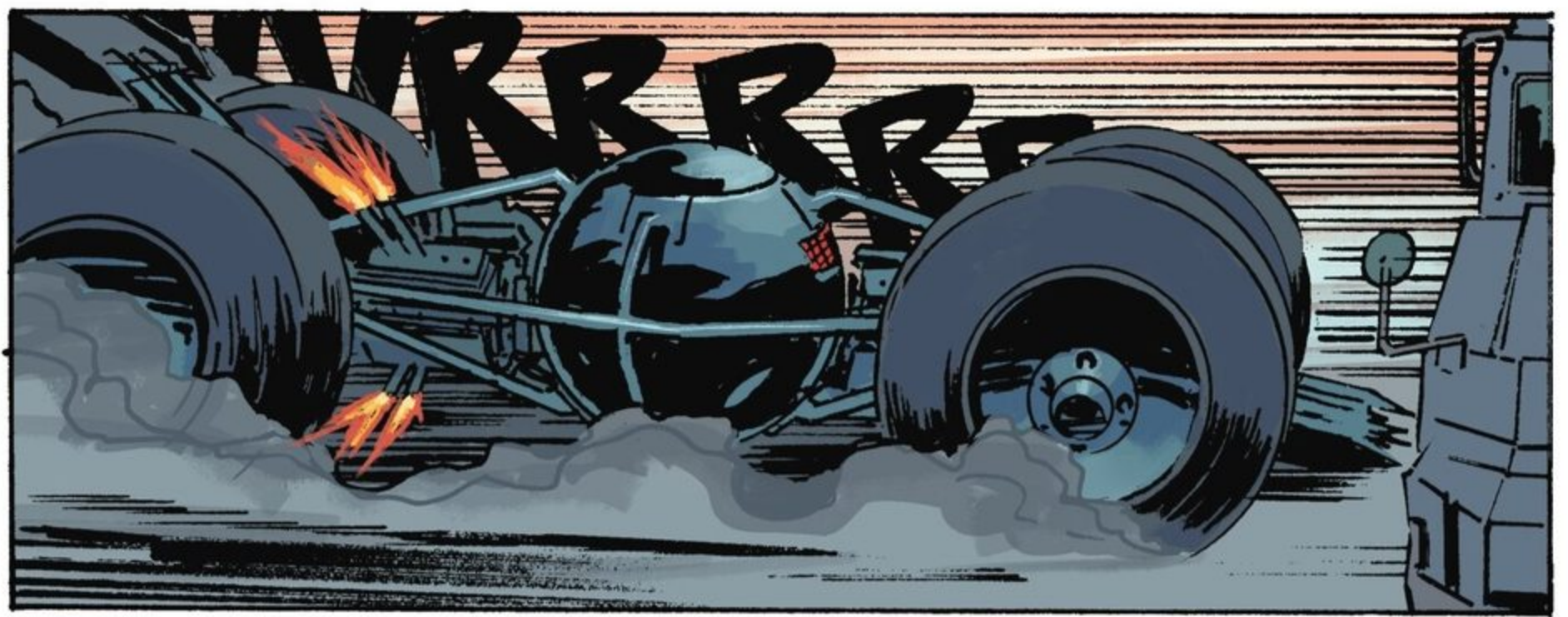
BATMAN CREATED BY BOB KANE WITH BILL FINGER

LAW AND ORDER!

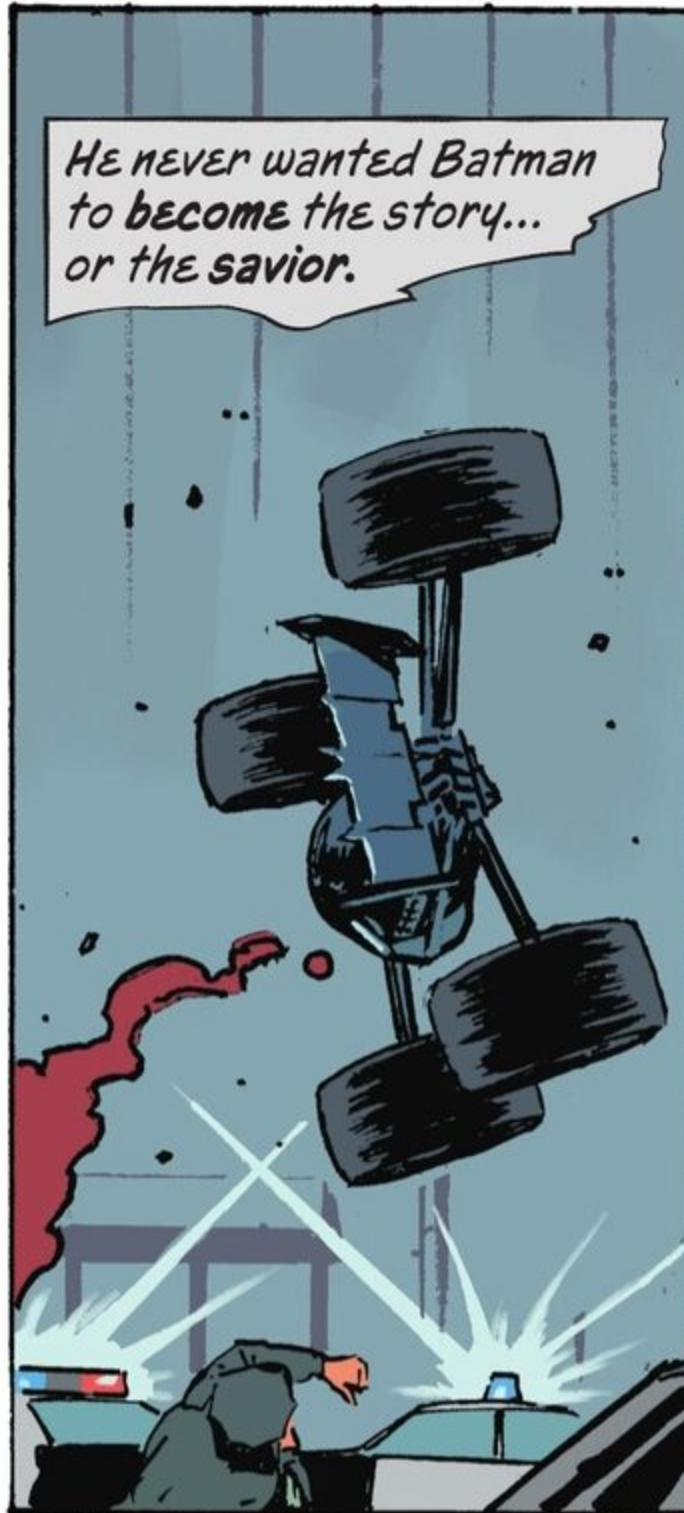




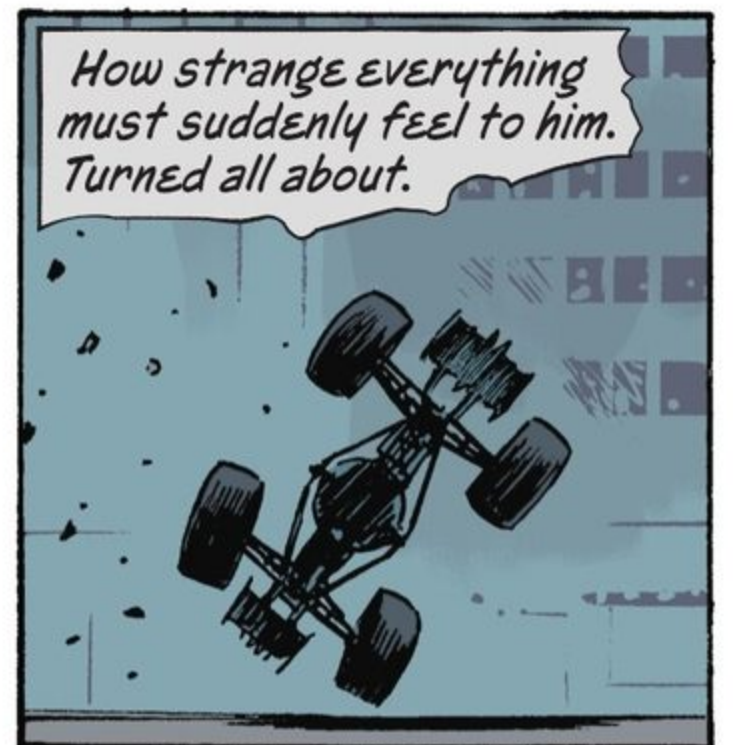
BATMAN,
YOU'RE
GOING
TO--



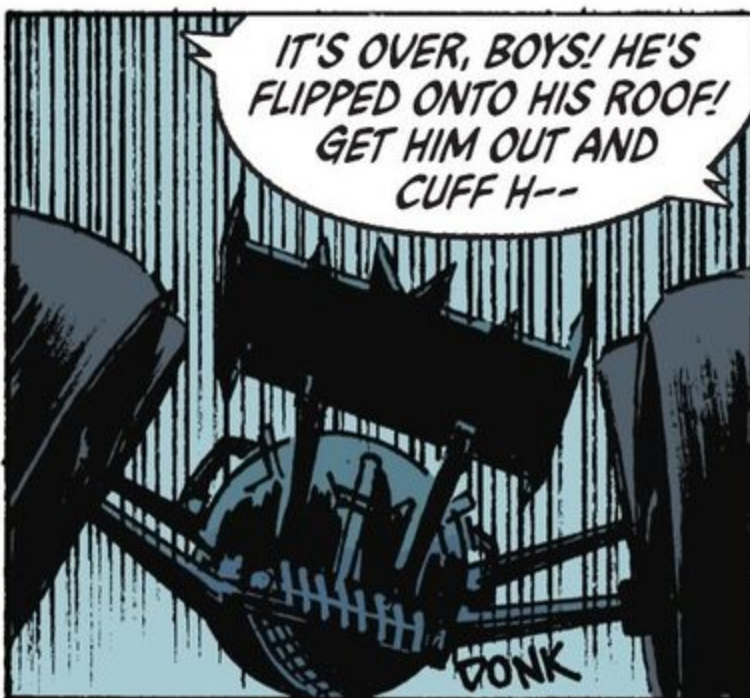
In a way, I understand. He created
Batman to tell people the real story of
their city. The greed, the corruption...



He never wanted Batman
to become the story...
or the savior.



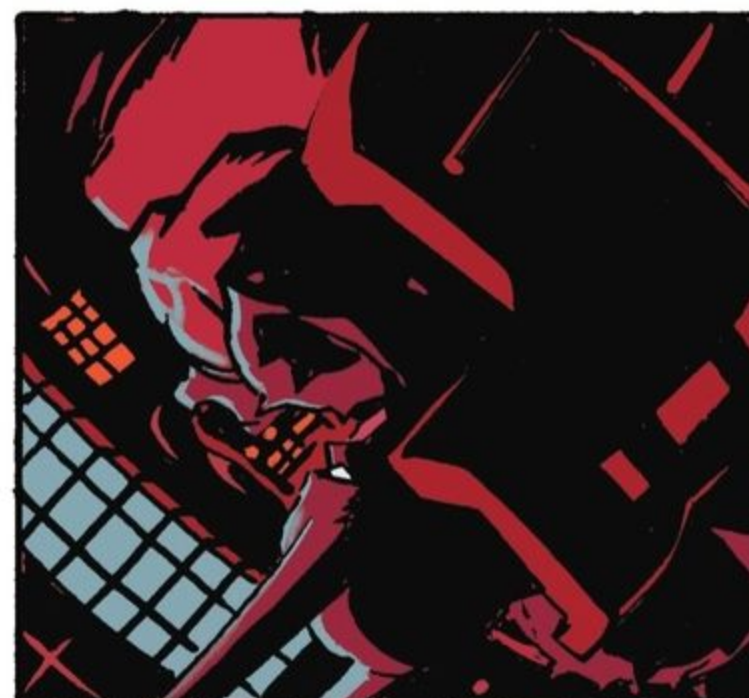
How strange everything
must suddenly feel to him.
Turned all about.



IT'S OVER, BOYS! HE'S
FLIPPED ONTO HIS ROOF!
GET HIM OUT AND
CUFF H--



SIR!
IT APPEARS
THE BACK IS
BECOMING
THE FRONT!



AND
THE FRONT IS
BECOMING--

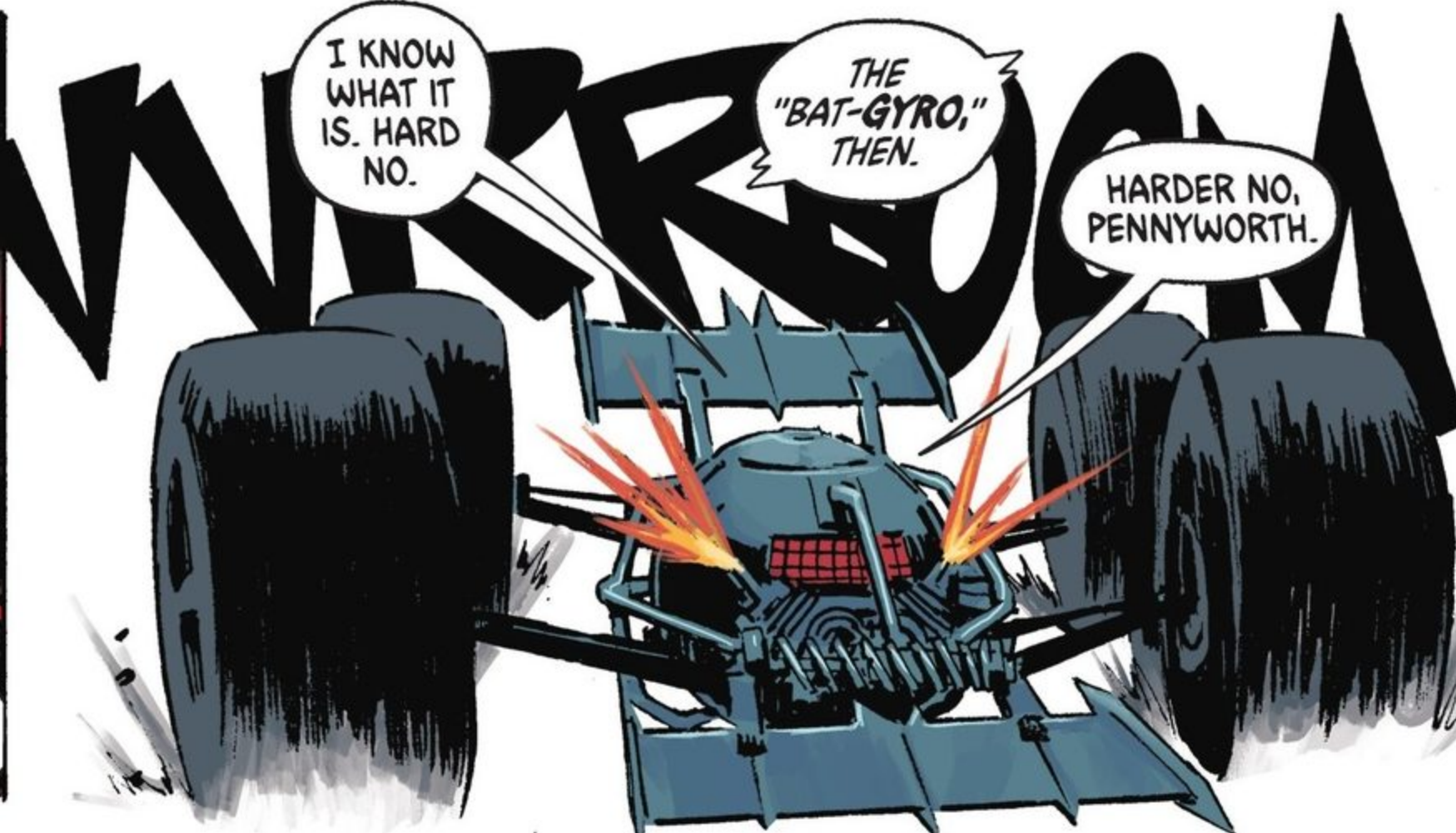
I GET IT!
STOP HIM!



HEH. WHAT
DO YOU CALL
THAT THING,
KID?

NO
NAME.

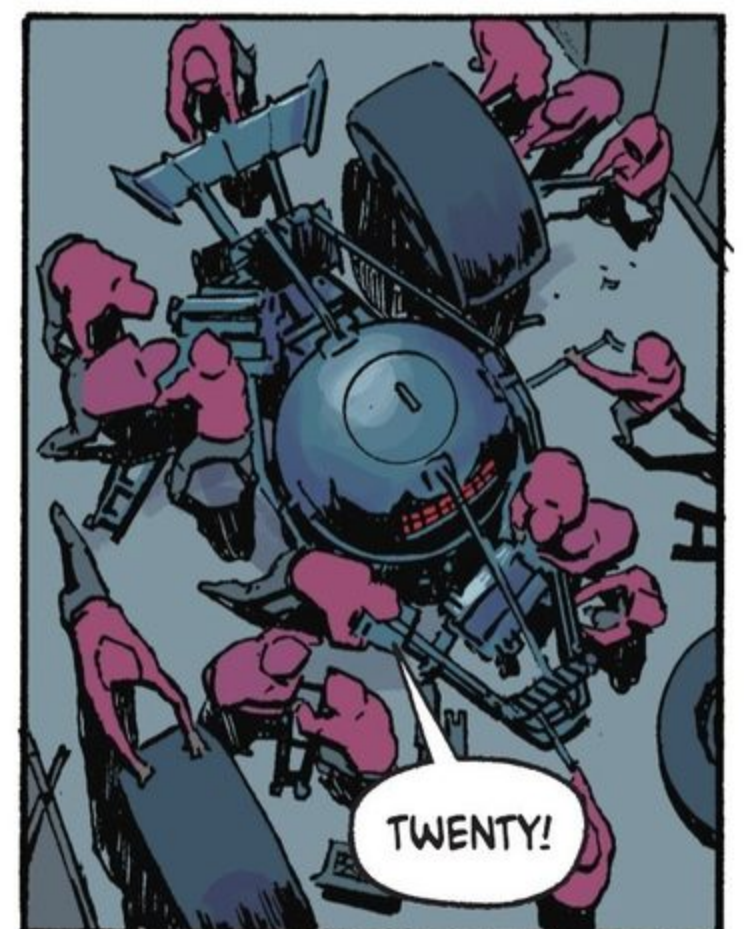
HOW ABOUT THE
"BAT-GIMBAL"? IT'S A
GYROSCOPIC DEV--



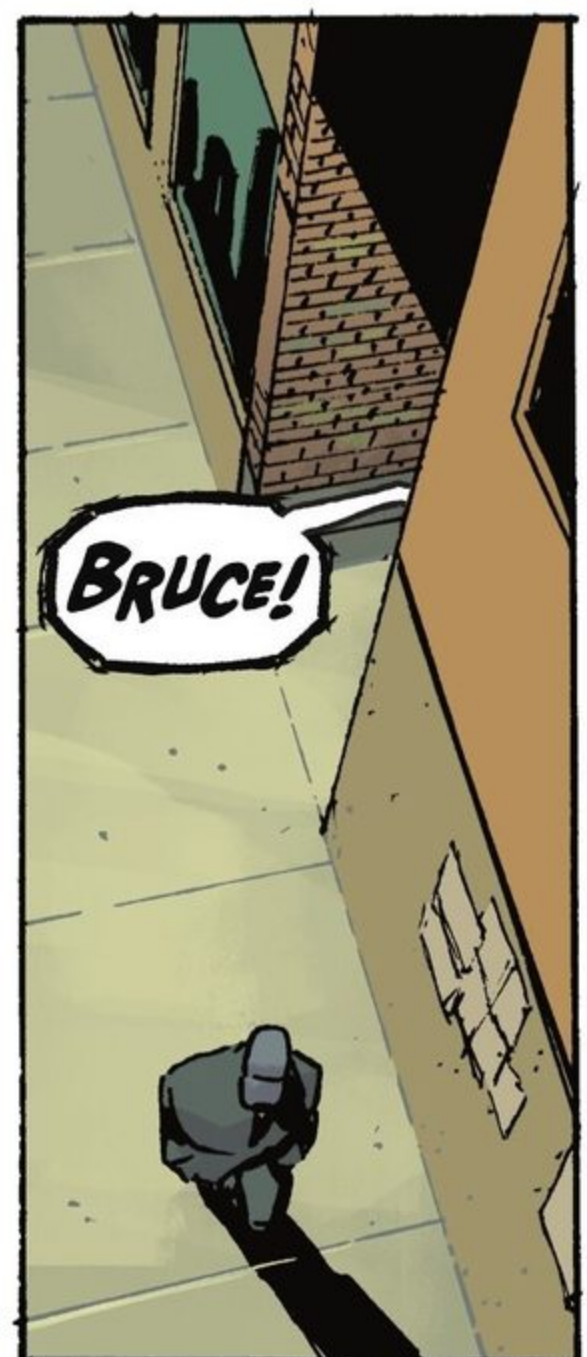
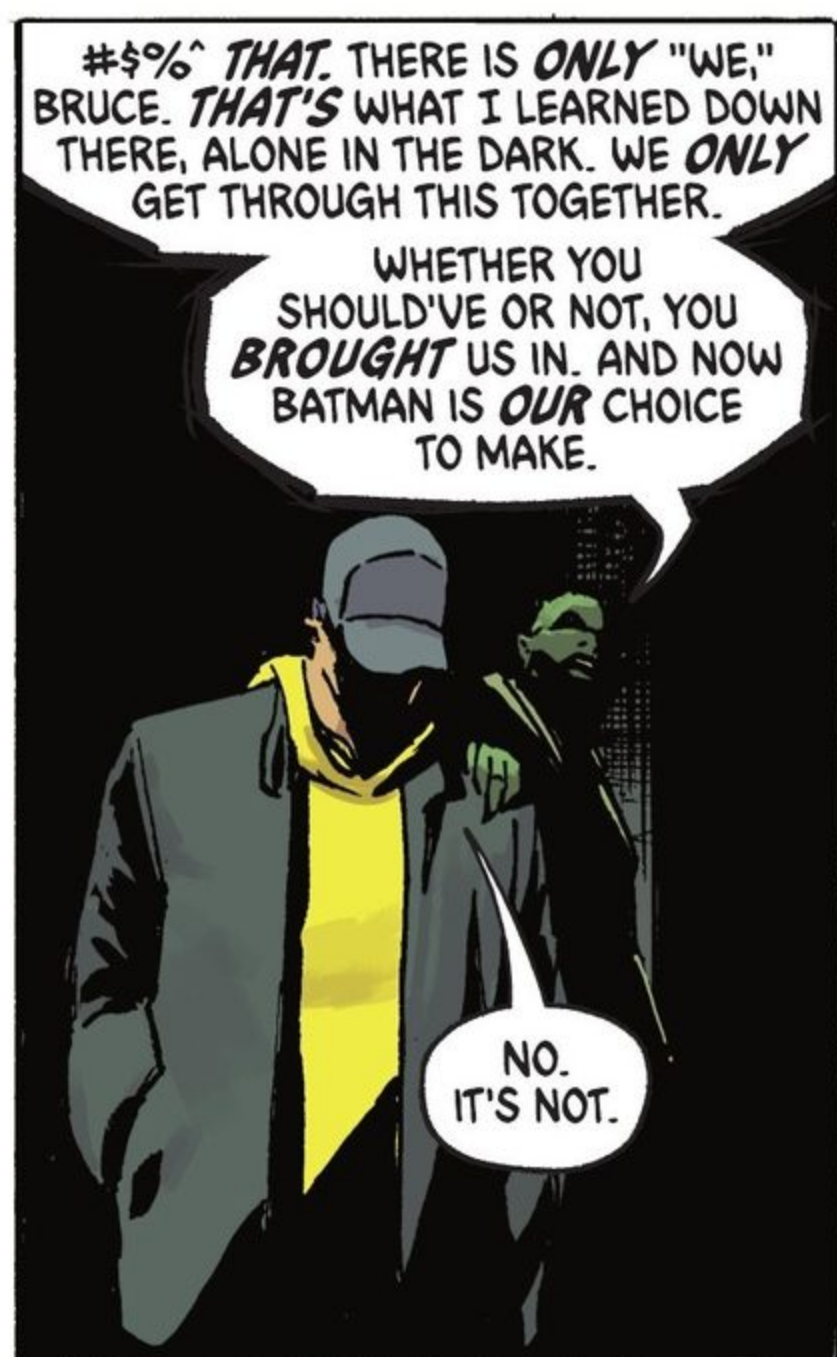
I KNOW
WHAT IT
IS. HARD
NO.

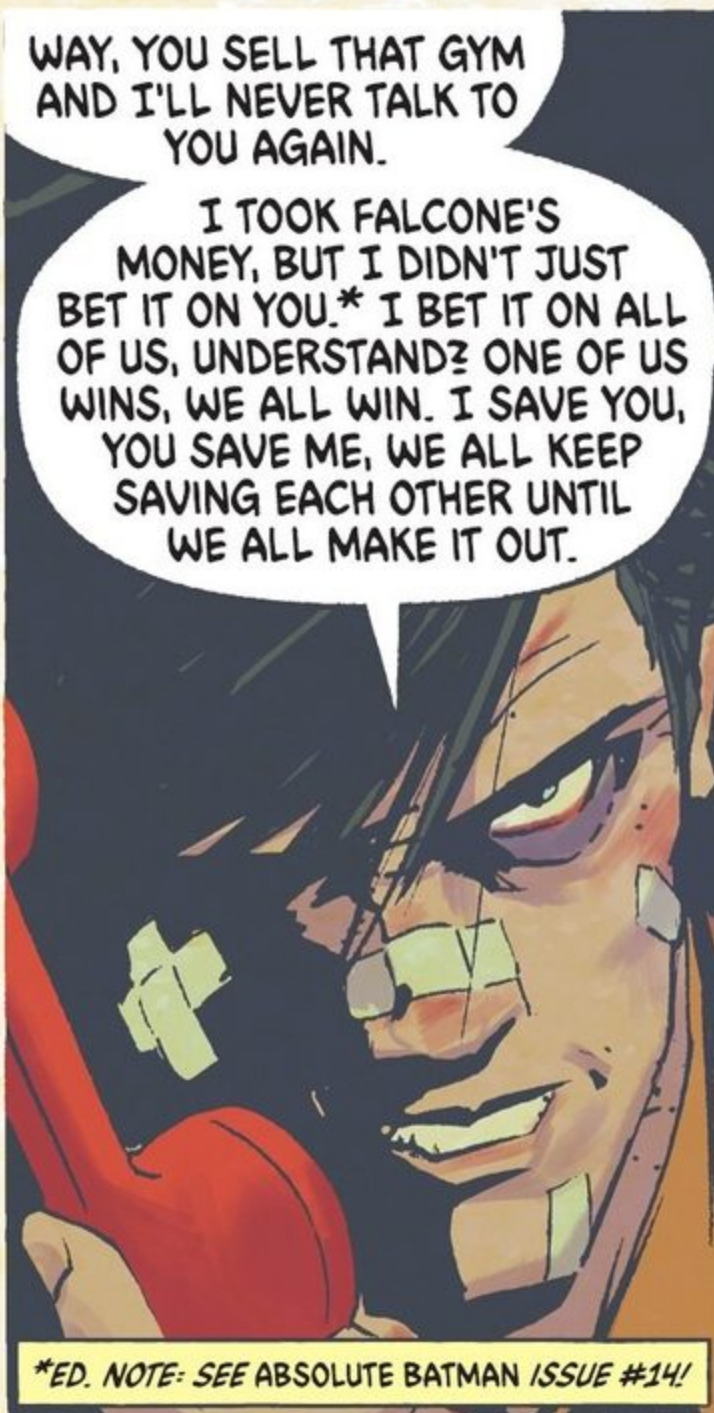
THE
"BAT-GYRO,"
THEN.

HARDER NO,
PENNYWORTH.











HIM... HE'S EVERYWHERE ALL OF A SUDDEN.



WARM WELCOME BACK TO GOTHAM ROYALTY, JACK GRIMM IV!



--GENEROUS GRANTS TO MULTIPLE CITY PROGRAMS--



...BECAUSE I TRULY BELIEVE THAT GOTHAM IS ALL OF US, TOGETHER...



THE CHARM OFFENSIVE CONTINUES...

FOR WEEKS NOW. THE CITY LOVES HIM.



IT'S HOW HE OPERATES. HE'S LAYING GROUNDWORK.

FOR WHAT, THOUGH?

NOTHING GOOD. WE NEED TO STAY VIGILANT.



WHAT IS ALL THIS?

US BEING "VIGILANT."



HARLEY...

WHAT? IT'S JUST A LITTLE SOMETHING I WHIPPED UP. STILL TESTING IT. PEOPLE CAN SEND A DISTRESS BEACON TO YOUR COWL WHEN THEY NEED HELP. I CALL IT THE **BAT SIGNAL**. IT'S ALL UNTRACEABLE, ENCRYPTED...

IT'S NOT LIKE FOLKS OUT THERE CAN JUST BE **CALLING** YOU ON THE **PHONE**.



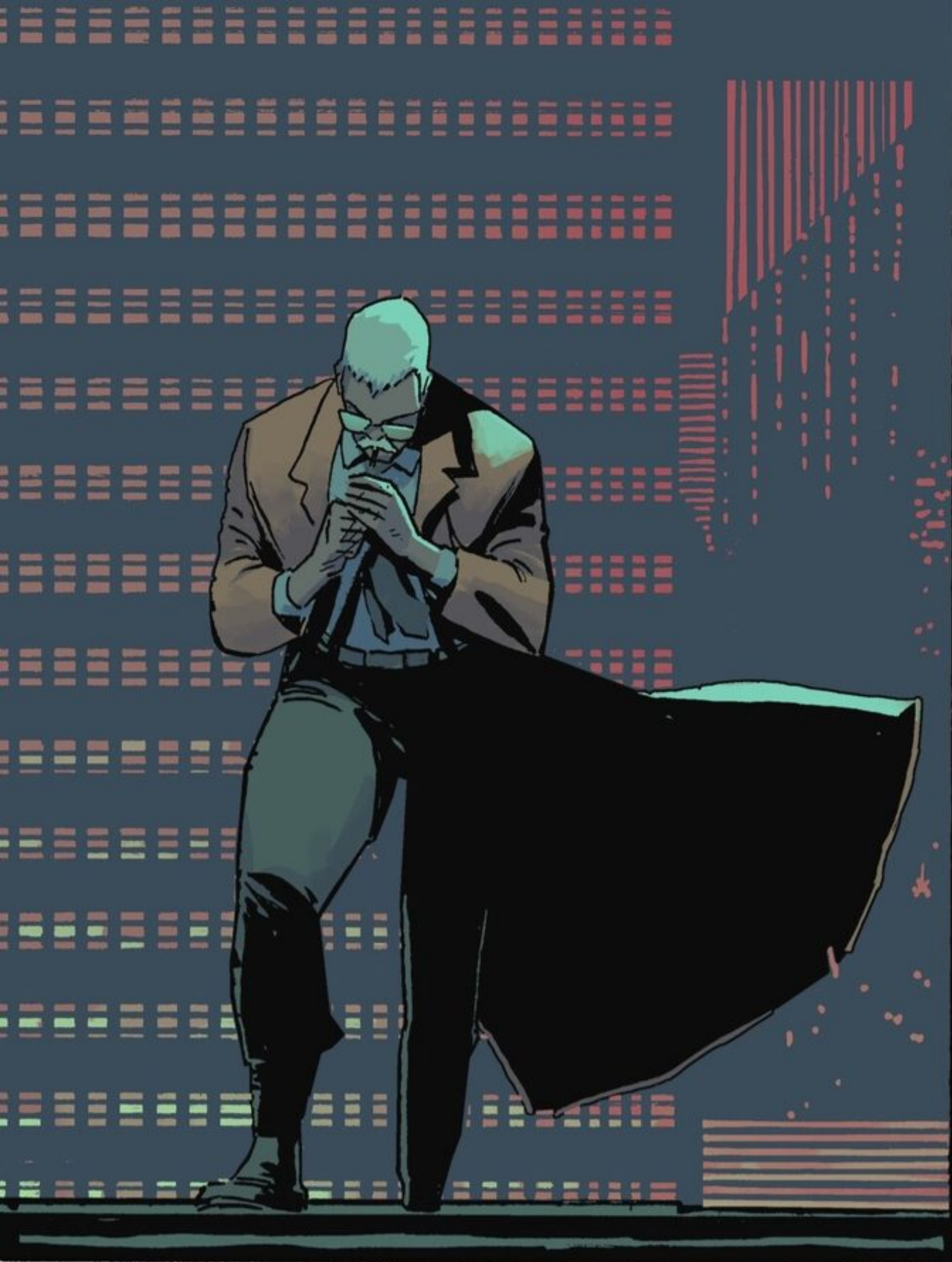
MR. GORDON?

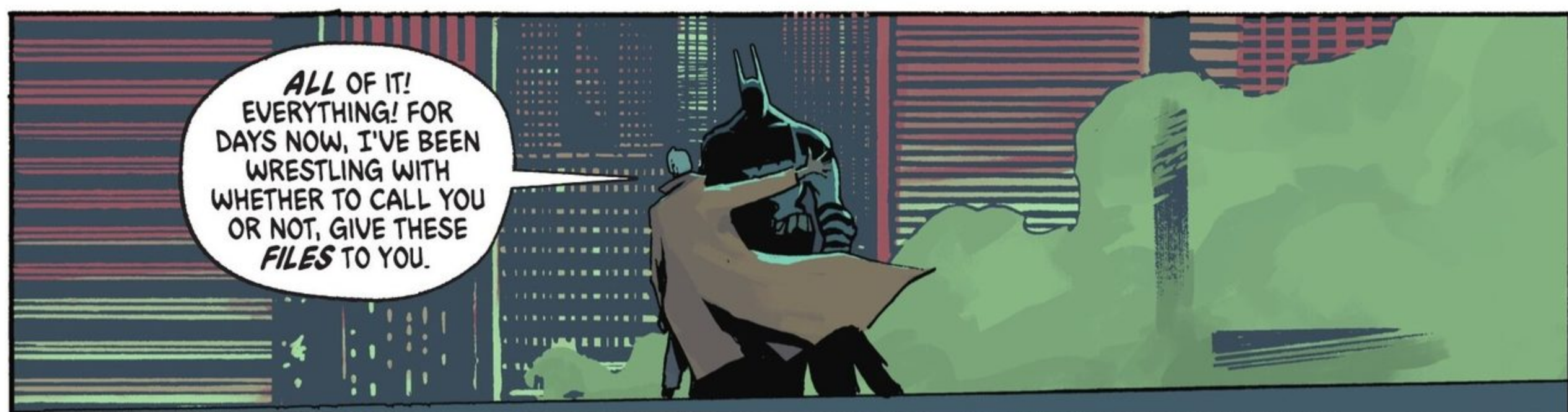
I'LL BE RIGHT THERE.

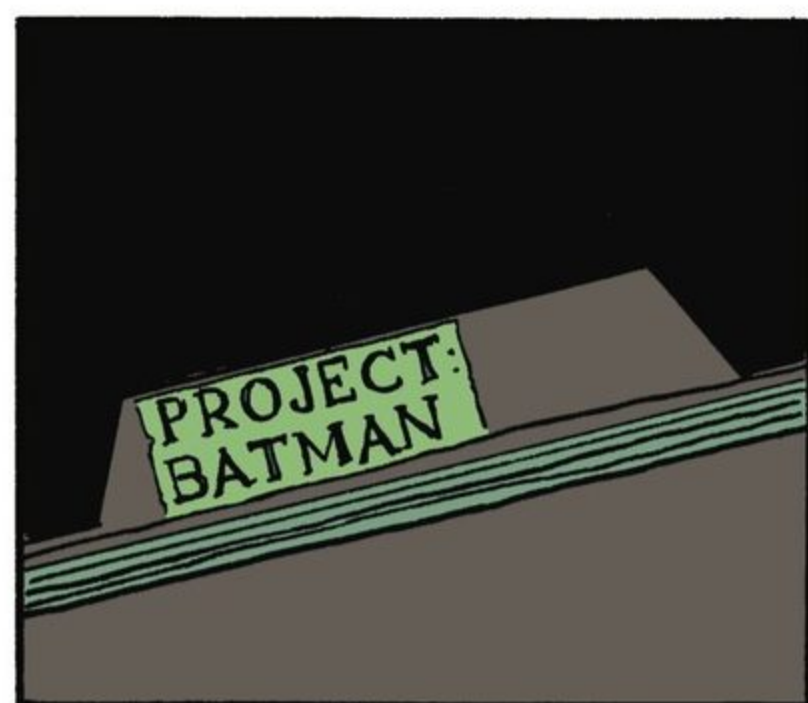


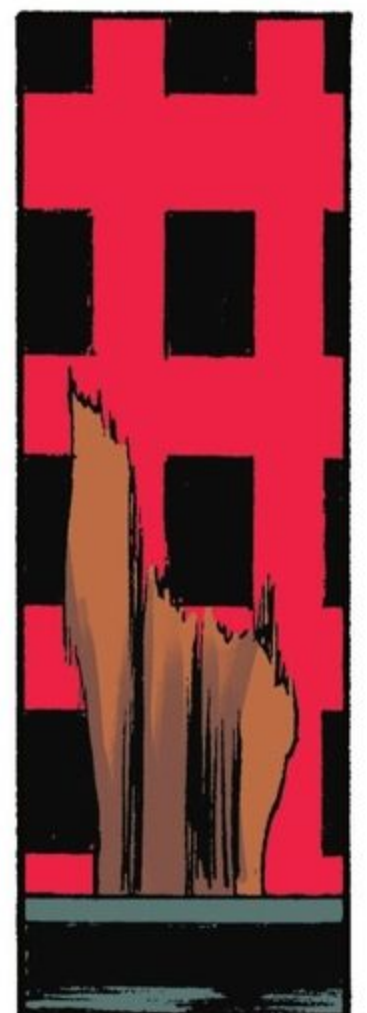
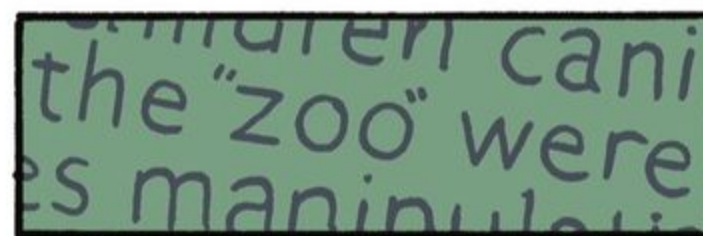
WE'RE ALL GOING TO JAIL, AREN'T WE?

PROBABLY.

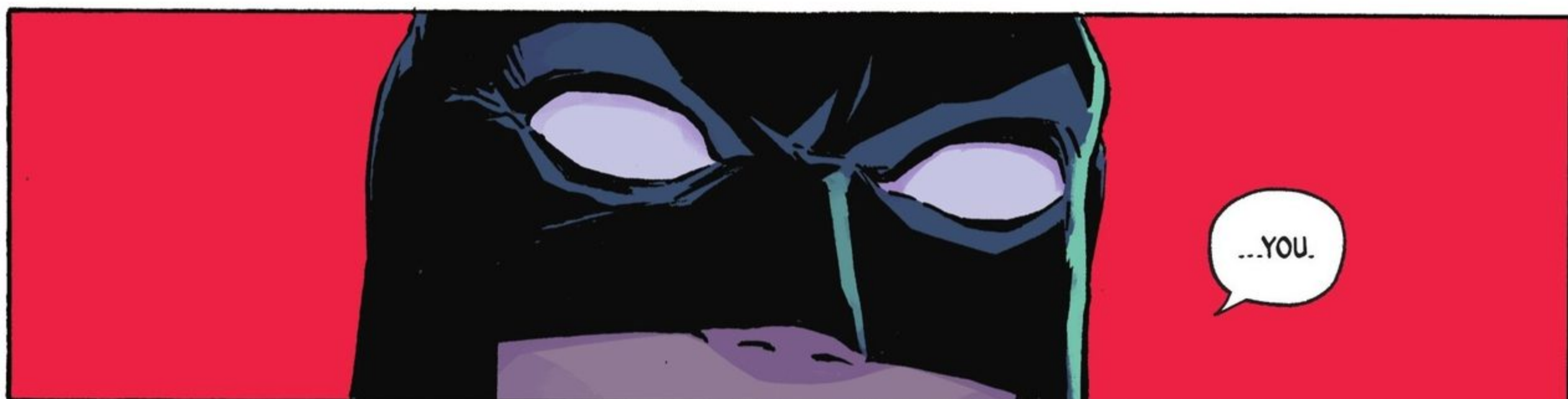


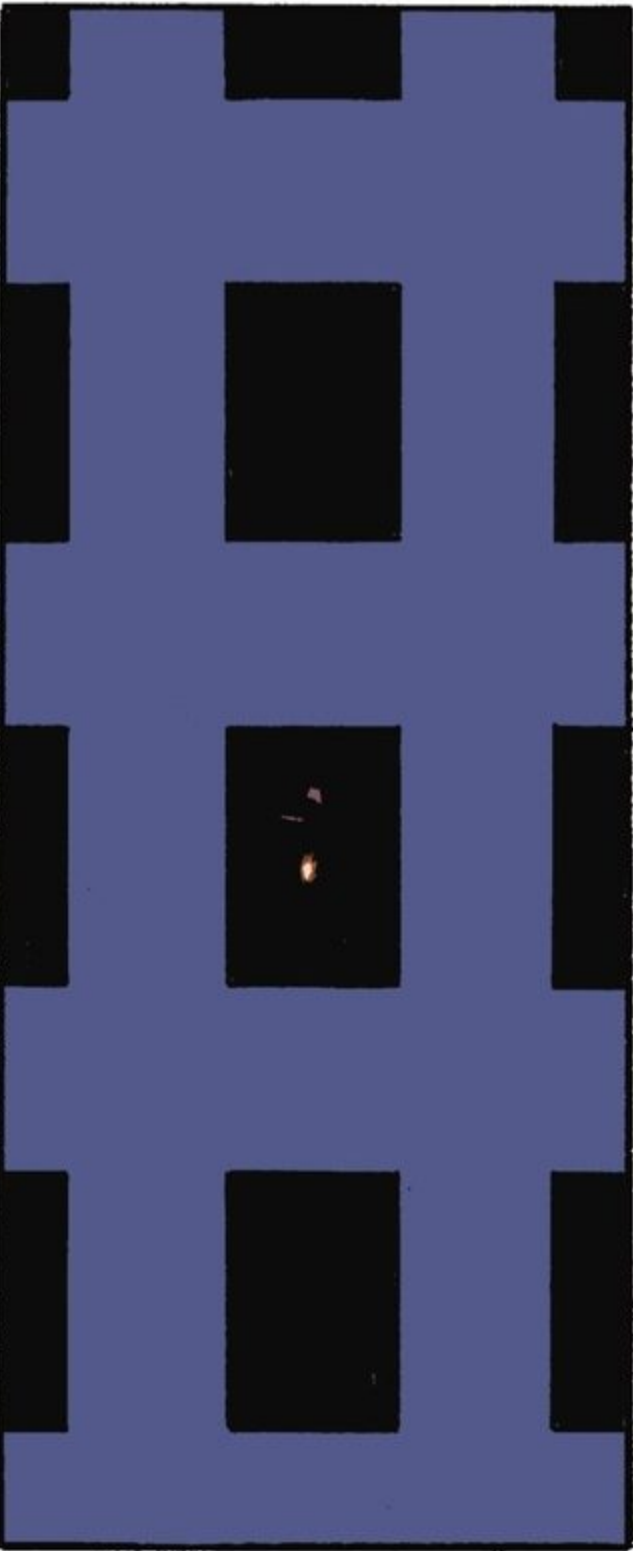
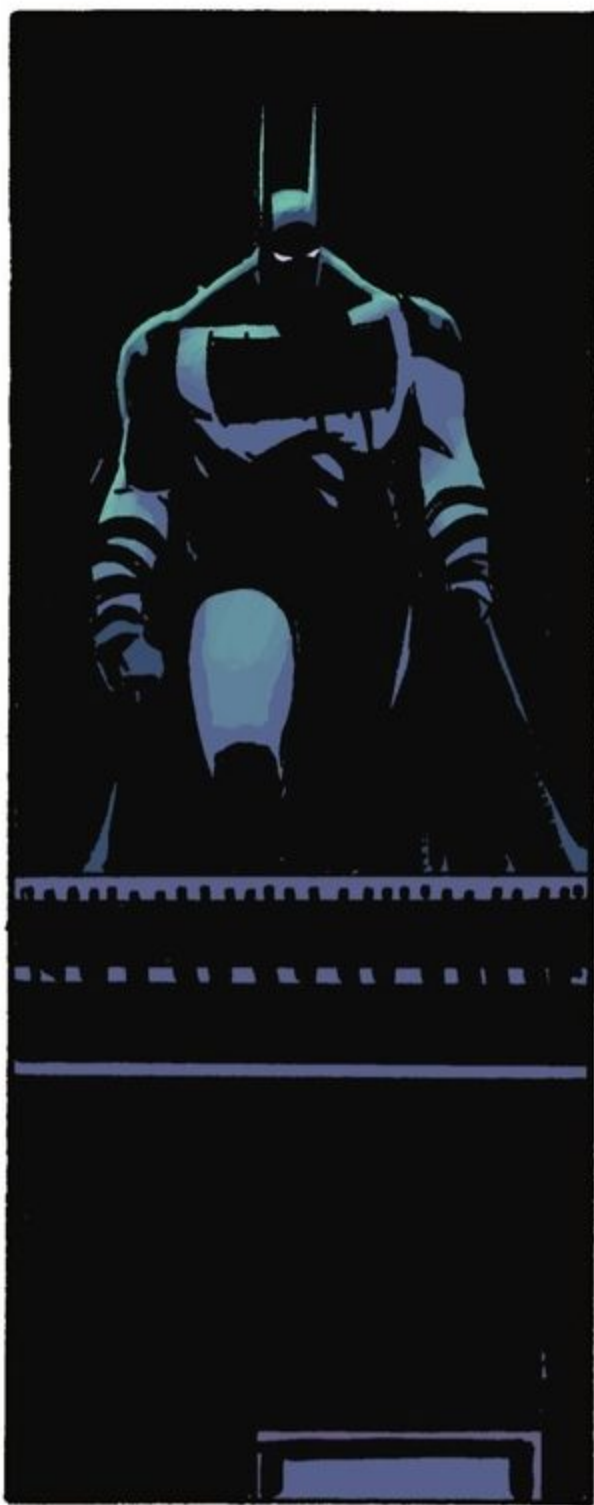


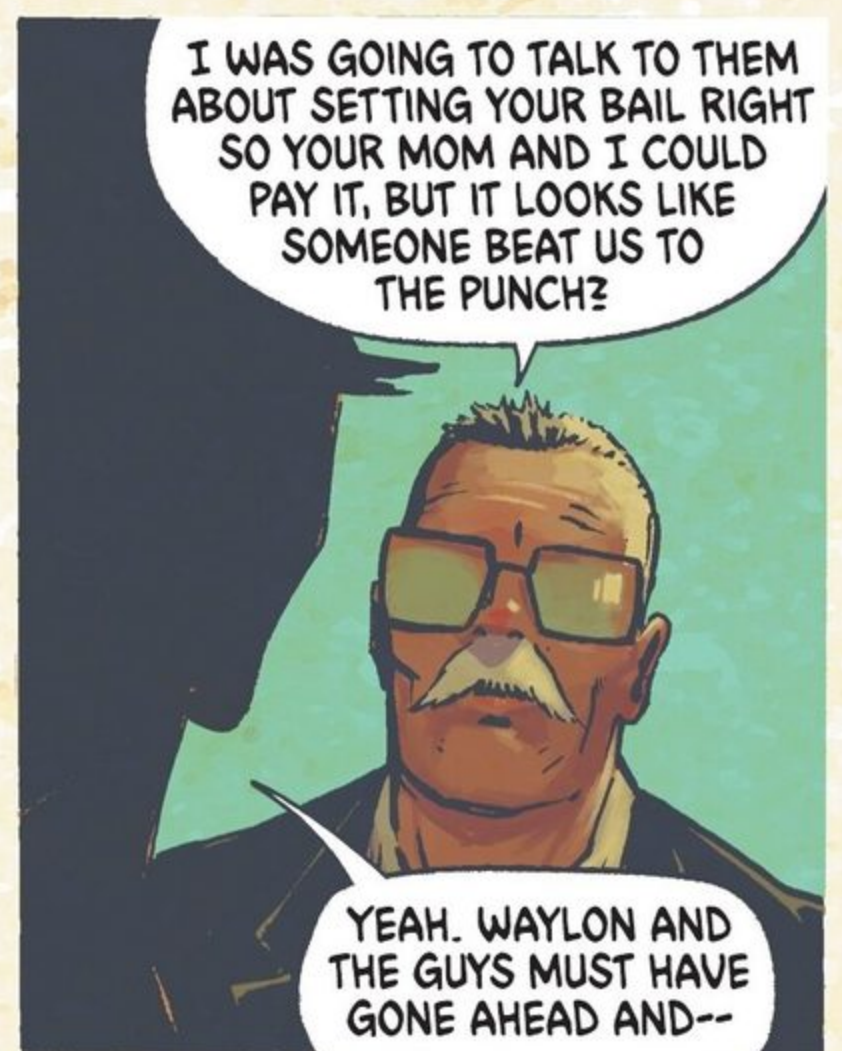














--BRING YOU A SPECIAL MESSAGE FROM MAYOR HILL.

NEWS...BREAKING NEWS

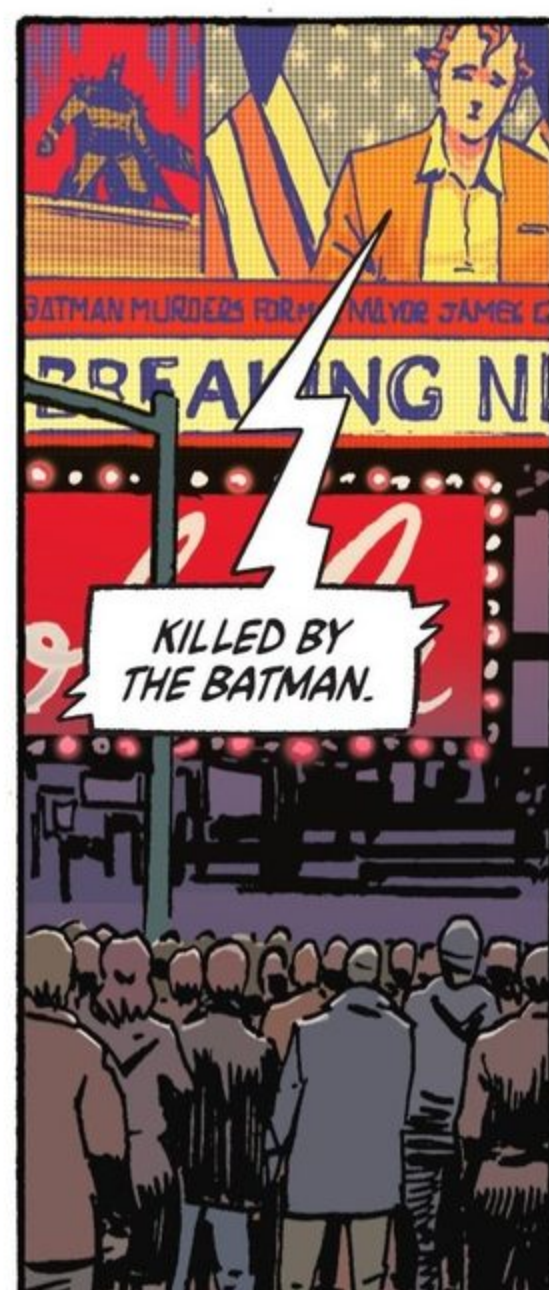
THANK YOU.

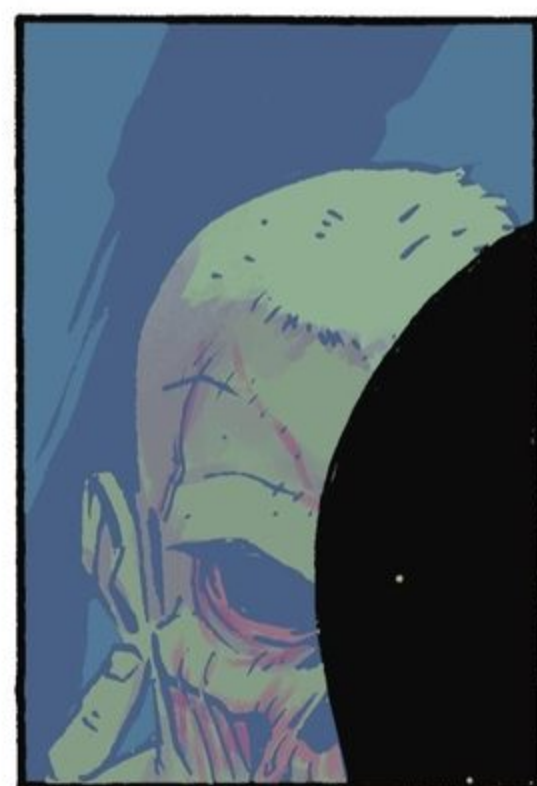
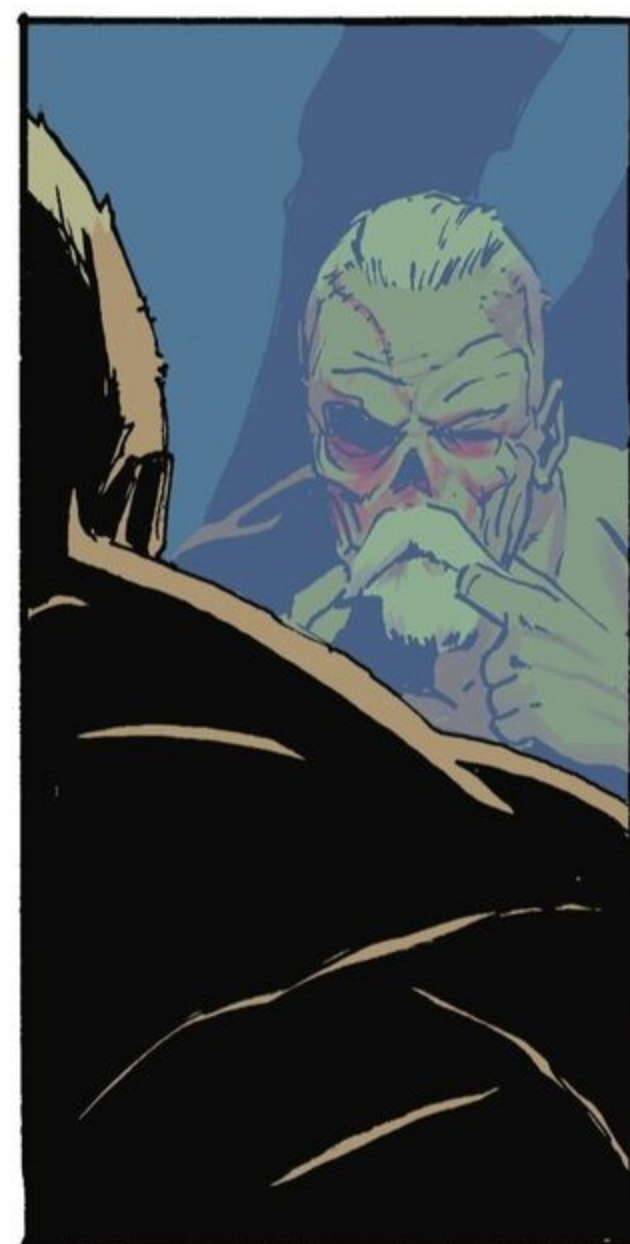
FELLOW GOTHAMITES. I COME TO YOU WITH TRAGIC NEWS. FORMER MAYOR JIM GORDON IS DEAD.

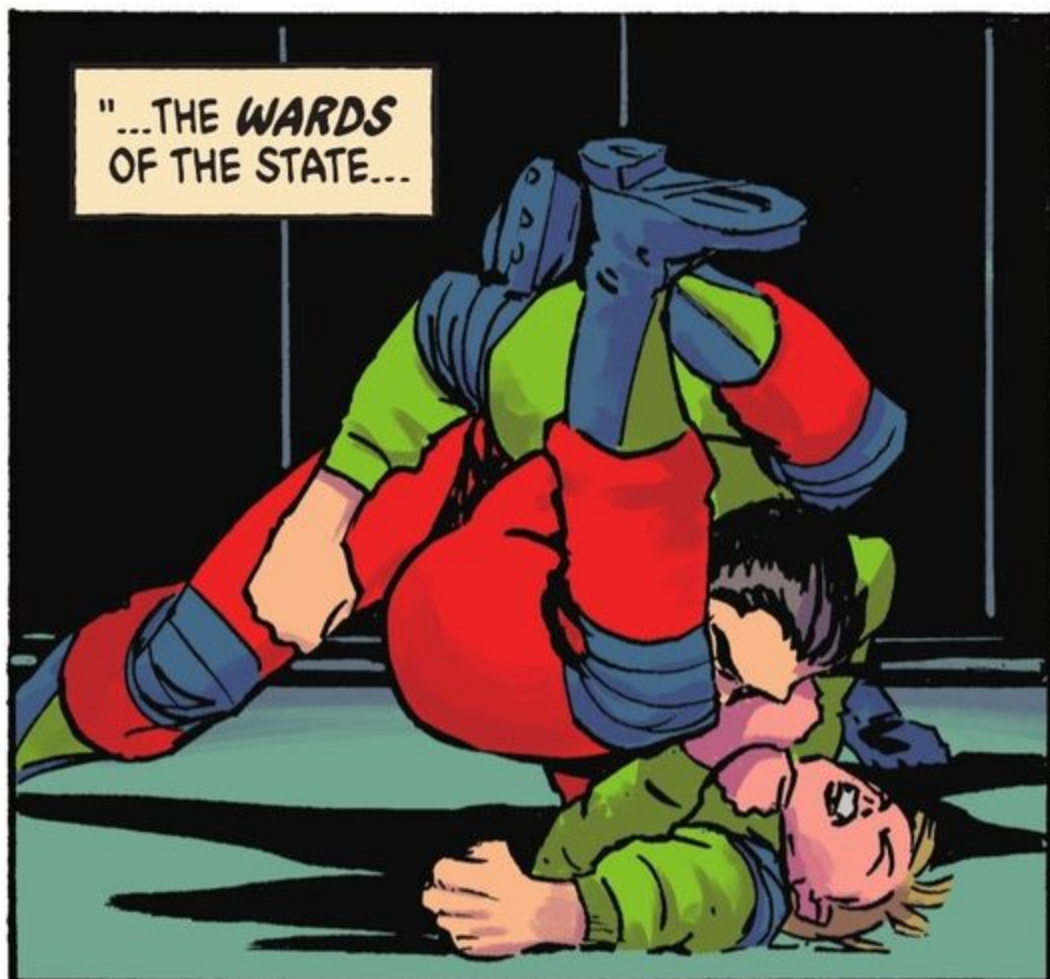
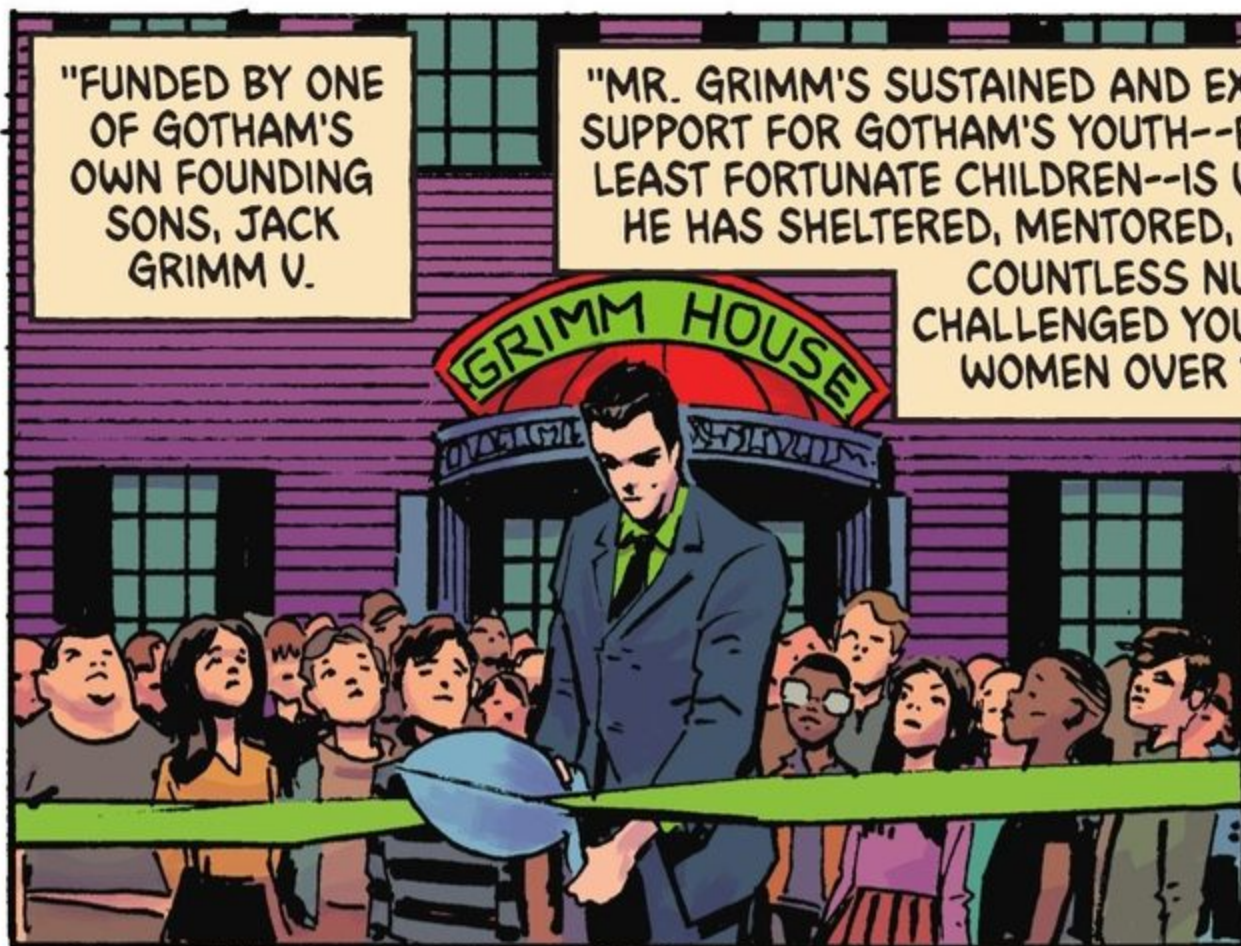
BATMAN MURDERS FORMER MAYOR JAMES GORDON.

DOX NEWS ALERT

DOX NEWS TRUST









I HAVE HAD THE HONOR OF TRAINING THEM, AND THEY ARE MORE THAN READY.



WE DON'T UNDERSTAND, GENERAL WILSON. THE ORDER SAID TO SUIT UP FOR DUTY, BUT WE ALREADY DID.



THAT'S BECAUSE THOSE AREN'T YOUR SUITS, CAPTAIN GRAYSON...

...THESE ARE.



WHOA.



TOGETHER, WE WILL END THIS LONG, DARK NIGHT OF FEAR AND TERROR. WE WILL BRING BACK THE *LIGHT*! BUT MAKE NO MISTAKE...IT WILL BE A *FIGHT*, LADIES AND GENTLEMEN, MAYBE THE BIGGEST *FIGHT* IN THE HISTORY OF THIS CITY.

AND IT STARTS *RIGHT NOW*.

TO BE CONTINUED

TATJANA WOOD

Remembering a Legend

In the Words of Friends, Collaborators, and Those She Inspired
1926-2026

"Tatjana was a trailblazer; her impact and influence are immeasurable. With her fine artist's touch and evocative palette, she made every story better."

—**Karen Berger** (editor, *Swamp Thing*, *Animal Man*, *Wonder Woman*, and more)

"I have to thank Tatjana for making me and many other artists look good. Her work was exemplary."

—**Brian Bolland** (artist, *Camelot 3000* and more)

"I never had to worry about whether the coloring would be good or not; she spoiled me in that regard."

—**Nancy A. Collins** (writer, *Swamp Thing*)

"I remember her fondly. With her dark, smoky voice and awesome color sense. With a limited palette and a lot of talent. She did miracles."

—**Denys Cowan** (artist, *The Question*)

"One of the greatest comic book colorists of the last century. When I found out Tatjana would be working on *The Warlord*, it made me want to do better work, and she always gave back more than she got."

—**Mike Grell** (writer/artist, *The Warlord*)

"Tatjana Wood was as vital to the legacy of *Swamp Thing* as any writer or artist. She was the through line connecting so many great eras of the title. Her work was the epitome of accentuating the line art without upstaging it. A true master. I count myself lucky to have worked with her."

—**Phil Hester** (artist, *Swamp Thing*)

"Underrated, except by history. Undervalued, except by her peers. She has been an inspiration to my journey, and so many others'."

—**Richard Horie** (colorist)

"Tatjana Wood was a storyteller. Her aesthetics were pure and stunning, her approach nuanced and innovative. Through masterful use of hue and value, without the shortcuts of modern technological effects, she defined a new frontier in coloring."

—**Marie Javins** (DC Comics editor-in-chief, colorist)

"I remember being around 10-12 years old, picking up the phone (usually after dinner), and hearing a gravelly woman's voice ask very nicely to speak to my father. I asked who she was. He said she was the best colorist in the business. I'm pretty sure my dad had Tatjana color everything he drew, and for that very good reason."

—**Andy Kubert** (artist, son of Joe Kubert)

"Tatjana made the world more beautiful, one brushstroke or gesture at a time."

—**Paul Levitz** (editor, *Swamp Thing*)

"She had an extremely limited palette to work with in those days, and the way she utilized those limitations proved masterful. Complete legend."

—**Lee Loughridge** (colorist)

"She was smart, talented, funny, and as nice to a then-young editor as I possibly could have hoped for. Just the best."

—**Stuart Moore** (editor, *Swamp Thing*, *BrainBanx*, and more)

"Words can't describe how impressive her work was. She managed to make magic from an extremely limited palette and almost none of the special effects that modern colorists take for granted."

—**Trish Mulvihill** (colorist, *Swamp Thing* 1989)

"Besides being one of the very best in her field, Tatjana was funny, creative, and wise. I was so lucky to know her."

—**Tom Peyer** (editor, *Swamp Thing*, *Animal Man*, and more)

"Tatjana colored the first comic I drew for DC and managed to pull my haphazard linework into beautiful, coherent pages. She took the trouble to pass on advice and help for how to navigate color comics linework, advice I am grateful for and still use!"

—**Steve Pugh** (artist, *Animal Man*)

"Tatjana stands at the forefront of the comic book industry's greatest colorists, whose work was produced during an era before computer coloring made that job much easier. Bless you and thank you, Tatjana, for all the beautiful work you've done throughout your amazing career."

—**John Totleben** (inker/artist, *Swamp Thing*)

"Tatjana's coloring was wonderfully subtle and muted; her colors perfectly complemented the line art and helped tell the story."

—**Chaz Truog** (artist, *Animal Man*)

"Tatjana understood the elegant beauty of the old-style coloring system better than anyone."

—**Rick Veitch** (writer/artist, *Swamp Thing*)

"Tatjana Wood was one of the great colorists who defined the aesthetics of mainstream comics during the late Silver Age and early Bronze Age."

—**José Villarrubia** (colorist, remastering *Swamp Thing*)

"Tatjana's coloring helped make all of us on *Swamp Thing*, including [Bernie] Wrightson, look good. A beautiful spirit that created beauty out of pulp ingredients."

—**Thomas Yeates** (artist, *Swamp Thing*)



A LOST CLASSIC DECADES IN THE MAKING—THE LONG-AWAITED
ISSUES #88-91 ARRIVE, AND THE AMBITIOUS FINAL EPIC BEGINS!

SWAMP THING

1989

Written by
RICK VEITCH

Art by
MICHAEL ZULLI
VINCE LOCKE
TOM MANDRAKE

Variant cover by
MICHAEL ZULLI



BLACK
LABEL

Ages 17+

Presented in period-
accurate trade dress
4 issues monthly
beginning
APRIL



**NATION****SPOTLIGHT ON****NEXT
LEVEL**

THE FURY OF FIRESTORM

INTERVIEW WITH **JEFF LEMIRE** AND **RAFAEL DE LATORRE**

Firestorm burns brighter, and more dangerously, than ever in *The Fury of Firestorm*, a bold new Next Level series from writer Jeff Lemire and artist Rafael De Latorre. Blending psychological horror, atomic-level spectacle, and a deep reverence for the hero's legacy, the series pushes one of DC's most volatile characters to his breaking point. When the Firestorm matrix begins to evolve beyond control, the fallout will reshape everything.

A HERO REIGNITED.

JEFF LEMIRE: This is a character I've loved since I was a kid in the '80s. I've always found him fascinating. There have been many versions of Firestorm over the years, and when I started talking with Scott Snyder and our DC editors, Andrew Marino and Marquis Draper, about Next Level, Firestorm came up. Andrew and Marquis are huge fans, and so am I.

We started thinking about how we could celebrate everything we love about the character while also doing something fresh, bold, and accessible to a new generation of readers. I challenged myself to really push it, and having Rafael as my partner made that easier. He's such a versatile artist; he can move between styles and bring different takes to the character in a really dynamic way.



LEMIRE: In the first issue, we learn that Ronnie is trying to control Firestorm on his own for the first time. He doesn't have a copilot, and as a result, he's losing control. The Firestorm matrix may have become sentient and autonomous, and Ronnie is buried deep inside.

From there, Firehawk, Lorraine Reilly, embarks on a desperate search across the DC Universe for Professor Stein, believing he may be the only one who can help Ronnie.

ATOMIC-LEVEL STAKES.

LEMIRE: What's always fascinated me about Firestorm is that at its heart, it's a story about identity. Traditionally, it's two people merged into one, fighting for control of the incredibly powerful Firestorm matrix. There have been different iterations over the years, but the one constant is change. Firestorm is always evolving, always in flux.

He's also one of the most underrated characters in terms of power level. At his base, he can manipulate reality at the atomic level, and the only real limit to that power is whoever's in control of it.

PAST AND PRESENT COLLIDE.

LEMIRE: On a fun meta level, while all this is happening in the present-day DC Universe, Ronnie is trapped inside the matrix, reliving his classic adventures. He's stuck in a loop the matrix has created to keep him subservient.

It allows us to celebrate Firestorm's past and revisit the different versions of the character over the years while pushing him into something new.



REALITY REIMAGINED.

RAFAEL DE LATORRE: It's been such a pleasure working on this project. When the idea was pitched to me, I was instantly hooked; it had so much potential. I also have to mention the incredible work colorist Marcelo Maiolo has done on these pages. We're close friends, and we talked a lot about exploring different styles throughout the book.

That's been one of the most exciting parts of the process, playing with different realities and leaning into different storytelling approaches. The colors really elevate that. They're pretty amazing.



NO COPILOT. NO CONTROL.

LEMIRE: That kind of power can be terrifying, and I started wondering what would happen if it went wrong, if Ronnie Raymond and Professor Stein lost control. In our story, Firestorm walks into a small town in Colorado and begins experimenting, first with objects, then with people. There's definitely a horror element to the book.



**DON'T MISS
THE FURY OF FIRESTORM,
ON SALE MONTHLY!**

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